

CURLING

CURLSASK

- 1.0 SPORT** Curling
- 2.0 LOCATIONS**
- 3.0 DATES** April 2023
- 4.0 SANCTIONED** Yes
- 5.0 NUMBER OF COMPETITORS PER TEAM: 4**

5.2 Alternates. Each team may list one male or one female alternate on their rosters. Should the placement of the alternate become necessary due to injury, illness or absenteeism the team has until the commencement of the games to slot in appropriately gendered alternate into position. The maximum number of players will be eligible to be registered participants of the games, issued accreditation and compete shall not exceed 5 players per team.

5.4 Each team is allowed to have 1 coach and 1 manager.

5.5 Due to both male and female competitors, one coach/manager must be male and the other coach/manager must be female.

5.6 Team Definition and Alterations

If a team has registered 5 players, all members on the team are required to play a minimum of one game.

Team line-ups and substitution will be as per Curling Canada Rules for Officiated Play in section 5(5) and 5(6).

A team may have the option of playing with three players should player(s) become disposed due to injury etc. The first two players will each delivery three stones in each end. Under no circumstances may a team play with less than three players delivering stones.

6.0 CLASSIFICATION

Junior Mixed: 2009/2010/2011 - During play you must use 2 male and 2 female

3 male, 2 female or 2 male, 3 female

Senior Mixed: 2006/2007/2008 - During play you must use 2 male and 2 female

3 male, 2 female or 2 male, 3 female

The minimum age requirement is 11 or born in 2011

7.0 ELIGIBILITY

- 7.1 The Saskatchewan First Nation Winter Games shall be open to those who are of Status Indian Ancestry. Athlete treaty numbers are required as proof.
- 7.2 All athletes must play with their respective Tribal/Grand Council teams, in which they are registered as per band membership list.
- 7.3 All athletes must be a member of a First Nation within the Federation of Saskatchewan Indian Nations.
- 7.4 Transfer of status Indians to another Tribal/Grand Council is allowed as per Saskatchewan First Nation Winter and Summer Technical Manual RESIDENCY clause.

8.0 PROVINCIAL REGISTRATION

8.1 Team Registrations

All athletes, coaches and managers are required to complete the attached registration form. Athletes must be members of CURLSASK either through membership with the FSIN Curling Club (Associate Member of CURLSASK) or through membership in a CURLSASK affiliated curling club. This registration form is to be submitted to FSIN Curling Club, CURLSASK and the FSIN SCYR Department **no later than, March 13th, 2023 at 4:00 pm.**

8.2 Coach Certification

Each Coach and Managers must be a minimum age of 21 years old.

Coaches must be an NCCP “trained” Curling Club Coach Youth or Level One Curling Certification. Coaches **must be trained by March 13th, 2023.** Coach Exemption: Coaches who are not trained prior to February 26th 2020 can apply for an exemption to the CURLSASK. Coaches will only be granted an exemption once in a life time for any CURLSASK sanctioned events.

All coaches must also take the Respect in Sport Training (RiS), it is an online course that can be completed by registering at the following site and completing the online material: <http://sasksrc.respectgroupinc.com/> . All coaches must be certified **no later than March 13th, 2023.**

8.3 Payment of Registration

Payment for Team registration fees must be issued on ONE cheque per Tribal Council. Payment of \$160.00/per team and \$15/per athlete (note: this fee is waived if athlete is already a member of CURLSASK affiliated curling club) made payable to **CURLSASK** . no later than March 13th, 2023.

9.0 Competition

9.1 Type of Competition

The format for the competition involves 3 phases:

Phase 1 – Winner will be awarded Banner, but points will not be added to overall points

Phase 2 & 3 – Points will be added to overall points for FNWG

Phase 1 – Curling 101 & Skill Challenge

This component has a 1 hour introduction to curling clinic for the athletes and coaches followed by a short on ice skills challenge. The skills challenge involves each team attempting to execute 2 shots (draw to the button and nose hit). Each team selects 1 male and 1 female to attempt one of the shots (draw or hit). The remaining two team members attempt the other shot. Each shot will be attempted once with points being awarded for execution (summary of points awarded under section 9.2).

Phase 2 – Two vs Two games

Each full team will make a team of 2 males and a team of 2 females to compete against other tribal/grand councils.

Games will be 4 ends with 6 rocks delivered for each team per end.

Each two person team will play 1 game against teams from a different pool then they are in for the regular competition games. Points will be awarded for participation as well as for winning. (See points break down under section 9.2)

Phase 3 – Regular Competition

The format for this component of the competition will be determined by the number of Tribal/Grand Councils participating in the games. Each team will play 4 games with points being awarded for participation as well as winning (see points break down under section 9.2). If the pool only has 4 or fewer teams then teams will play opponents twice.

Games will be a maximum of 5 ends. No extra ends required. The duration of the game shall be 1 hour 15 minutes. If the time limit has expired, the curlers shall finish the end they are playing. No end shall be started after 1 hour and 5 minutes.

Pools will be set up based on the number of teams entering the competition as follows:

5 or fewer teams	1 Pool
6 teams	2 Pools of 3 teams
7 teams	1 Pool of 4 teams, 1 Pool of 3 teams
8 teams	2 Pools of 4 teams
9 teams	1 Pool of 5 teams, 1 Pool of 4 teams
10 teams	2 Pools of 5 teams
11 teams	2 Pools of 4 teams, 1 pool of 3 teams
12 teams	3 Pools of 4 teams
13 teams	1 Pool of 5 teams, 2 Pools of 4 teams

Placement in the pools is based on results from the 2016 First Nations Winter Games. If a Tribal/Grand Council did not compete in previous games their pool placement will be drawn by lot. If a Tribal/Grand Council is not represented at the 2018 First Nations Winter Games then the lower ranking Tribal/Grand Council will be bumped up. Pool divisions are outlined under

9.3 Draws for Regular Competition.

At the Conclusion of all 3 phases, determination of final placing of the First Nations Winter Games will be determined by the total number of points earned through the 3 phases of the Games. The team with the most points being ranked first, the teams with the second most points ranked second and so on. In the event of a tie, team ranking shall be determined first by their Win/Loss record in regular competition with the team that has more wins being ranked higher. If the tie still remains, the team who has scored more total accumulated points in their regular competition games will be ranked higher.

9.2 Point Break Down For Phases

Curling 101 Clinic

Skills Challenge

1 shot per player - 4 pts/shot

(Must attend Curling 101 Clinic to participate in Skills Challenge)

Draw to Button: 4 points on, or biting the button
 3 pts in, or biting the four foot
 2 pts in, or biting the eight foot
 1 pt in, or biting the 12 foot

Hit and Stick: 4 points on, or biting the button
 3 pts in, or biting the four foot
 2 pts in, or biting the eight foot
 1 pt in, or biting the 12 foot

MAX POINTS AVAILABLE/TEAM 16 pts

2 vs 2 Games Game Winner 6 additional pts/game
 Game Loser 2 additional pts/game
 Game Ties 4 additional pts/team/game
 No points provided for defaulted games

MAX POINTS AVAILABLE/TEAM 6 pts/game = 12 pts

Round Robin Competition

Game Winner 10 additional pts/game
Game Loser 2 additional pts/game
Game Ties 6 additional pts/team/game
No points provided for defaulted games

MAX POINTS AVAILABLE/TEAM 10 pts/game = 40 pts

- **These points do not count towards the overall standing**

9.3 Draws for Regular Competition

Below are the Draws for each scenario.

5 or fewer Teams

1 Pool	2 sheets of Ice	5 Draws	
Teams:	1, 2, 3, 4, 5		
Draw 1:	1 v 2	3 v 4	Bye - 5
Draw 2:	1 v 3	2 v 5	Bye - 4
Draw 3:	1 v 4	3 v 5	Bye - 2
Draw 4:	1 v 5	2 v 4	Bye - 3
Draw 5:	2 v 3	4 v 5	Bye - 1

6 Teams

2 Pools of 3 Teams	2 sheets	6 Draws		
Teams:	Pool A: 1, 4, 5 Pool B: 2, 3, 6			
	Pool A	Pool B		
Draw 1:	1 v 4	Bye - 5	2 v 3	Bye - 6
Draw 2:	1 v 5	Bye - 4	2 v 6	Bye - 3
Draw 3:	4 v 5	Bye - 1	3 v 6	Bye - 2
Draw 4:	1 v 4	Bye - 5	2 v 3	Bye - 6
Draw 5:	1 v 5	Bye - 4	2 v 6	Bye - 3
Draw 6:	4 v 5	Bye - 1	3 v 6	Bye - 2

7 Teams

1 Pool of 4	1 Pool of 3	3 sheets	6 draws	
Teams:	Pool A: 1, 4, 5	Pool B: 2, 3, 6, 7		
	Pool A	Pool B		
Draw 1:	1 v 4	Bye - 5	2 v 3	6 v 7
Draw 2:	1 v 5	Bye - 4	2 v 6	3 v 7
Draw 3:	4 v 5	Bye - 1	2 v 7	3 v 6
Draw 4:	1 v 4	Bye - 5	2 v 6	3 v 7
Draw 5:	1 v 5	Bye - 4		
Draw 6:	4 v 5	Bye - 1		

8 Teams

2 Pools of 4 Teams	4 sheets	4 Draws
Teams:	Pool A: 1, 4, 5, 8	
	Pool B: 2, 3, 6, 7	
	Pool A	Pool B
Draw 1:	1 v 4 5 v 8	2 v 3 6 v 7
Draw 2:	1 v 5 4 v 8	2 v 6 3 v 7
Draw 3:	1 v 8 4 v 5	2 v 7 3 v 6
Draw 4:	1 v 5 4 v 8	2 v 6 3 v 7

9 Teams

1 Pool of 5 Teams	1 Pool of 4 Teams	4 sheets	5 Draws
Teams:	Pool A: 1, 4, 5, 8, 9		
	Pool B: 2, 3, 6, 7		
	Pool A	Pool B	
Draw 1:	1 v 4 5 v 8	Bye - 9	2 v 3 6 v 7
Draw 2:	1 v 5 4 v 9	Bye - 8	2 v 6 3 v 7
Draw 3:	1 v 8 5 v 9	Bye - 4	2 v 7 3 v 6
Draw 4:	1 v 9 4 v 8	Bye - 5	2 v 6 3 v 7
Draw 5:	4 v 5 8 v 9	Bye - 1	

10 Teams

2 Pools of 5 Teams	4 sheets	5 Draws	
Teams:	Pool A: 1, 4, 5, 8, 9		
	Pool B: 2, 3, 6, 7, 10		
	Pool A	Pool B	
Draw 1:	1 v 4 5 v 8	Bye - 9	2 v 3 6 v 7 Bye - 10
Draw 2:	1 v 5 4 v 9	Bye - 8	2 v 6 3 v 10 Bye - 7
Draw 3:	1 v 8 5 v 9	Bye - 4	2 v 7 6 v 10 Bye - 3
Draw 4:	1 v 9 4 v 8	Bye - 5	2 v 10 3 v 7 Bye - 6
Draw 5:	4 v 5 8 v 9	Bye - 1	3 v 6 7 v 10 Bye - 1

11 Teams

2 Pools of 4 Teams 1 Pool of 3 Teams 4 sheets 6 Draws

Teams:	Pool A:	2, 5, 8, 11			
	Pool B:	3, 4, 9, 10			
	Pool C:	1, 6, 7			
	Pool A		Pool B	Pool C	
Draw 1:	2 v 5	8 v 11	3 v 4	1 v 6	
Draw 2:	2 v 8		3 v 9	4 v 10	6 v 7
Draw 3:	2 v 11	5 v 8	9 v 10		1 v 7
Draw 4:	5 v 11		3 v 10	4 v 9	1 v 6
Draw 5:	2 v 8	5 v 11	3 v 9		6 v 7
Draw 6:			4 v 10		1 v 7

12 Teams

3 Pools of 4 Teams 4 sheets 6 draws

Teams:	Pool A:	2, 5, 8, 11			
	Pool B:	3, 4, 9, 10			
	Pool C:	1, 6, 7, 12			
	Pool A		Pool B	Pool C	
Draw 1:	2 v 5	8 v 11	3 v 4	9 v 10	
Draw 2:	2 v 8	5 v 11			1 v 6 7 v 12
Draw 3:			3 v 10	4 v 10	1 v 7 6 v 12
Draw 4:	2 v 11	5 v 8	3 v 10	4 v 9	1 v 7
Draw 5:	2 v 8	5 v 11			1 v 12 6 v 7
Draw 6:			3 v 9	4 v 10	1 v 7 6 v 12

13 Teams

2 Pools of 4 Teams 1 Pool of 5 Teams 4 sheets 7 Draws

Teams:	Pool A:	2, 5, 8, 11			
	Pool B:	3, 4, 9, 10			
	Pool C:	1, 6, 7, 12, 13			
	Pool A		Pool B	Pool C	
Draw 1:	2 v 5	8 v 11			1 v 6 7 v 12
Draw 2:			3 v 4	9 v 10	1 v 7 6 v 13
Draw 3:	2 v 8	5 v 11	3 v 9	4 v 10	
Draw 4:	2 v 11	5 v 8			1 v 12 7 v 13
Draw 5:			3 v 10	4 v 9	1 v 13 6 v 12
Draw 6:	2 v 8	5 v 11	3 v 9	4 v 10	
Draw 7:					6 v 7 12 v 13

9.4 Rules Overview for Regular Competition Games

Unless otherwise stated in this technical package, the rules of officiated play from Curling Canada Rule Book published September 2018 will be adhered to for on-ice game play.

Teams will have one (1) 90 second time outs per 5 end game.

During competition games, coaches may only be permitted in the playing area and communicate with their team during time outs as per CURLSASK competition regulations. Managers are not allowed access to the on ice playing area at any time.

A coin toss will determine last rock advantage in the first end for all games.

Rock color will be assigned for all games.

All competitors and coaches are required to abide by the CURLSASK Code of Conduct as outlined in the CURLSASK Annual Yearbook or online at www.curlsask.ca. Disciplinary measures and dispute settlement are outlined.

Late Arrivals: Teams should arrive at the rink in time to be prepared to play at their scheduled time. If a team is not present at the scheduled time then the games will be stalled for 5 minutes. If a team has not arrived within 10 minutes of the scheduled time they will forfeit the game and points will be awarded accordingly.

10.0 Scoring

10.1 Procedure for placing

At the Conclusion of all 3 phases, determination of final placing of the First Nations Winter Games will be determined by the total number of points earned through the 3 phases of the Games. The team with the most points being ranked first.

10.2 Tie Breaking Procedure

In the event of a tie, team ranking shall be determined first by their Win/Loss record in regular competition with the team that has more wins being ranked higher. If the tie still remains, the team who has scored more total accumulated points in their regular competition games will be ranked higher. If tie still remains, the team who has a higher total accumulated number of ends has scored in regular competition games will be ranked higher.

10.3 Each Tribal/ Grand Council will receive points according to the following chart pending per sport/division team entry:

PLACE	POINTS
1st Place	13 pts.
2nd Place	12 pts.
3rd Place	11 pts.
4th Place	10 pts.
5th Place	9 pts.
6th Place	8 pts.
7th Place	7 pts.
8th Place	6 pts.
9th Place	5 pts.
10 th Place	4 pts.
11 th Place	3 pts.
12 th place	2 pts.
13 th place	1 pts.

11.0 Protest Procedure

11.1 Sport Protest

The Head Official is responsible for rule enforcement and interpretation on the ice, in all areas covered by the Rules of Curling for Officiated Play, rules in the Technical Package and any precedent. His/hers decision will be final except in matters involving disciplinary actions where CURLSASK Code of Conduct will be followed.

The decision of the Sport Jury shall be final and binding on the Competitor/coach. There shall be no further appeal from the decision of the Sport Jury.

The Sport Jury shall be comprised of:

- I. Host Committee Sport Coordinator
- II. Head Official
- III. CURLSASK representative
- IV. FSIN representative

11.2 Eligibility Protest

The FSIN Sport, Culture, Youth and Recreation Board will act as the Jury for all protests dealing with the eligibility of Athletes.

All protests must be concisely written and presented to the FSIN Games Coordinator **immediately after the end of the game**. The time and date must be submitted in writing.

Protests must be signed by the Team Sport Contact/Chef-de-Mission or his/her mission staff designate of the participating team. This designate must be submitted in writing.

All protests will be accepted with no explanation from the Board. **All protests must be dealt with within 15 minutes of the game ending** or game stands as posted.

A fee of \$500.00 will be in place for all protests. This fee will be given directly to the FSIN Games Coordinator. Cash will be the only accepted form of payment. This fee will be put toward the Youth Championships if the protest is lost. Protest fee will be returned if the protest is won by the Team protesting.

12.0 Equipment/Competitive Uniform

12.1 Athlete Equipment

All curling athletes should arrive at the competition prepared and equipped to play.

Brooms and sliders may be available at the host curling club (cost for rental is determined by the host club)

Any team equipment that may possibly come in contact with the playing surface is subject to inspection by an official prior to and during competition. The team equipment which is subject to inspection includes, but is not limited to: corn/straw brooms, brushes, sliders, grippers, shoes in general, sliding/delivery devices and on-ice clothing. If the official determines that the equipment is in conflict with the ideals of fair play, potentially damaging to the ice surface or not in compliance shall identify the equipment as being unacceptable and direct the team to remove the equipment from the playing surface.

12.2 Competitive Uniform

It is the coaches and managers of both teams responsibility of ensuring that all their athletes wear appropriate clothing (Track suits and shirt) and their Tribal Council colors/logos before the start of the game.

If teams are not in appropriate Tribal Council attire (ex. Jeans) as determined by the Head Official, the player will be asked to find appropriate attire and may be asked to leave the game until the appropriate attire is worn.

12.3 Host Committee Facility Requirements

Minimum 8 sheets of ice is required
The on-ice surface shall be the dimensions in the CCA Rule Book.
The Club should have appropriate scoreboards per sheet.
Rock should be uniform and matched.

All appropriate Officiating equipment will be supplied by CURLSASK. The host committee is responsible for seating for officials and any set up required for equipment.

13.0 Officiating/Volunteers

- 13.1 Major Officials
 - 1 Head Official
 - 1 Supervising Official
- 13.2 Minor Officials (for two on two and regular competition games only)
 - 1 on-ice official per sheet per draw
 - 1 roving official per draw
- 13.3 Volunteers (for Curling Skills 101 & Skills Challenge)
 - 1 Curling instructor required per sheet of ice required (maximum 8 instructors)

14.0 Medals

The following medals will be required: Medals for players & 1 coach & 1 manager

- 14 gold medals
- 14 silver medals
- 14 bronze medals.

15.0 Provincial Sport Governing Body

15.1 CURLSASK

NAME: Ashley Howard- Executive Director

TELEPHONE: 306-780-9403 FAX: 306-780-9404

EMAIL: ashley.howard@curlsask.ca

15.2 FSIN CONTACT INFORMATION

NAME: April Tipewan - Director

TELEPHONE:

EMAIL: april.tipewan@fsin.com

15.3 HOST INFORMATION